

CLAIMS

What is claimed is:

- 1 1. A method for providing a scheduler object adapted to facilitate the playback
2 of an event simultaneously on a plurality of networked client apparatuses,
3 comprising the steps of:
4 (a) determining a current time, a start time when an event is to start, and a stop
5 time when the event is to end;
6 (b) calculating a length of the event based on the start time and the stop time;
7 (c) storing a command in memory if any portion of the length of the event takes
8 place during a predetermined threshold period; and
9 (d) creating a loop at the start time during which a lapsed time of the event is
10 tracked.
- 1 2. A method as recited in claim 1, wherein the current time is determined by
2 querying a clock of one of the client apparatuses.
- 1 3. A method as recited in claim 1, wherein the command is adapted to
2 automatically begin playing back the event at the start time, and the event is
3 stored in a memory of the client apparatus.
- 1 4. A method as recited in claim 1, and further comprising the step of storing
2 chapter information in the memory if any portion of the length of the event
3 takes place during a predetermined threshold period, and the memory
4 includes a digital video disc (DVD).
- 1 5. A method as recited in claim 1, wherein chapter information is retrieved
2 during the loop, and the memory includes a digital video disc (DVD).

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- 1 6. A method as recited in claim 5, and further comprising the step of creating a
2 second loop upon the beginning of a chapter during which information on a
3 next chapter is retrieved.
- 1 7. A computer program embodied on a computer readable medium for
2 providing a scheduler object adapted to facilitate the playback of an event
3 simultaneously on a plurality of networked client apparatuses, comprising:
4 (a) a code segment for determining a current time, a start time when an event is
5 to start, and a stop time when the event is to end;
6 (b) a code segment for calculating a length of the event based on the start time
7 and the stop time;
8 (c) a code segment for storing a command in memory if any portion of the length
9 of the event takes place during a predetermined threshold period; and
10 (d) a code segment for creating a loop at the start time during which a lapsed
11 time of the event is tracked.
- 1 8. A computer program as recited in claim 7, wherein the current time is
2 determined by querying a clock of one of the client apparatuses.
- 1 9. A computer program as recited in claim 7, wherein the command is adapted
2 to automatically begin playing back the event at the start time, and the event
3 is stored in a memory of the client apparatus.
- 1 10. A computer program as recited in claim 7, and further comprising a code
2 segment for storing chapter information in the memory if any portion of the
3 length of the event takes place during a predetermined threshold period, and
4 the memory includes a digital video disc (DVD).
- 1 11. A computer program as recited in claim 7, wherein chapter information is
2 retrieved during the loop, and the memory includes a digital video disc
3 (DVD).

- 1 12. A computer program as recited in claim 5, and further comprising a code
2 segment for creating a second loop upon the beginning of a chapter during
3 which information on a next chapter is retrieved.
- 1 13. A system for providing a scheduler object adapted to facilitate the playback
2 of an event simultaneously on a plurality of networked client apparatuses,
3 comprising:
4 (a) logic for determining a current time, a start time when an event is to start,
5 and a stop time when the event is to end;
6 (b) logic for calculating a length of the event based on the start time and the stop
7 time;
8 (c) logic for storing a command in memory if any portion of the length of the
9 event takes place during a predetermined threshold period; and
10 (d) logic for creating a loop at the start time during which a lapsed time of the
11 event is tracked.
- 1 14. A system as recited in claim 13, wherein the current time is determined by
2 querying a clock of one of the client apparatuses.
- 1 15. A system as recited in claim 13, wherein the command is adapted to
2 automatically begin playing back the event at the start time, and the event is
3 stored in a memory of the client apparatus.
- 1 16. A system as recited in claim 13, and further comprising logic for storing
2 chapter information in the memory if any portion of the length of the event
3 takes place during a predetermined threshold period, and the memory
4 includes a digital video disc (DVD).
- 1 17. A system as recited in claim 13, wherein chapter information is retrieved
2 during the loop, and the memory includes a digital video disc (DVD).

- 1 18. A system as recited in claim 17, and further comprising logic for creating a
- 2 second loop upon the beginning of a chapter during which information on a
- 3 next chapter is retrieved.

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